NBA

STREET

Vol. 2

EVERYONE

E

CONTENT RATED BY ESRB

EA SPORTS BIG™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Contents

GETTING STARTED 2

COMMAND REFERENCE 3

BASIC CONTROLS 4

INTRODUCTION 5

COMPLETE CONTROLS 6

- ADVANCED OFFENSE—FOR THE REAL BALLERS 7
- ADVANCED DEFENSE 9

HITTIN' THE STREETS 10

- MAIN MENU 10

PICK UP GAME 11

- MY RULES 13

ON THE BLACKTOP 14

- GAME SCREEN 14
- GAME TIPS 14
- PAUSE MENU 18

OTHER GAME MODES 19

- NBA CHALLENGE 19
- BE A LEGEND 19
- STREET SCHOOL 21

MY TEAM 22

- CREATE A BALLER 22
- CREATE TEAM 23

REWARDS 24

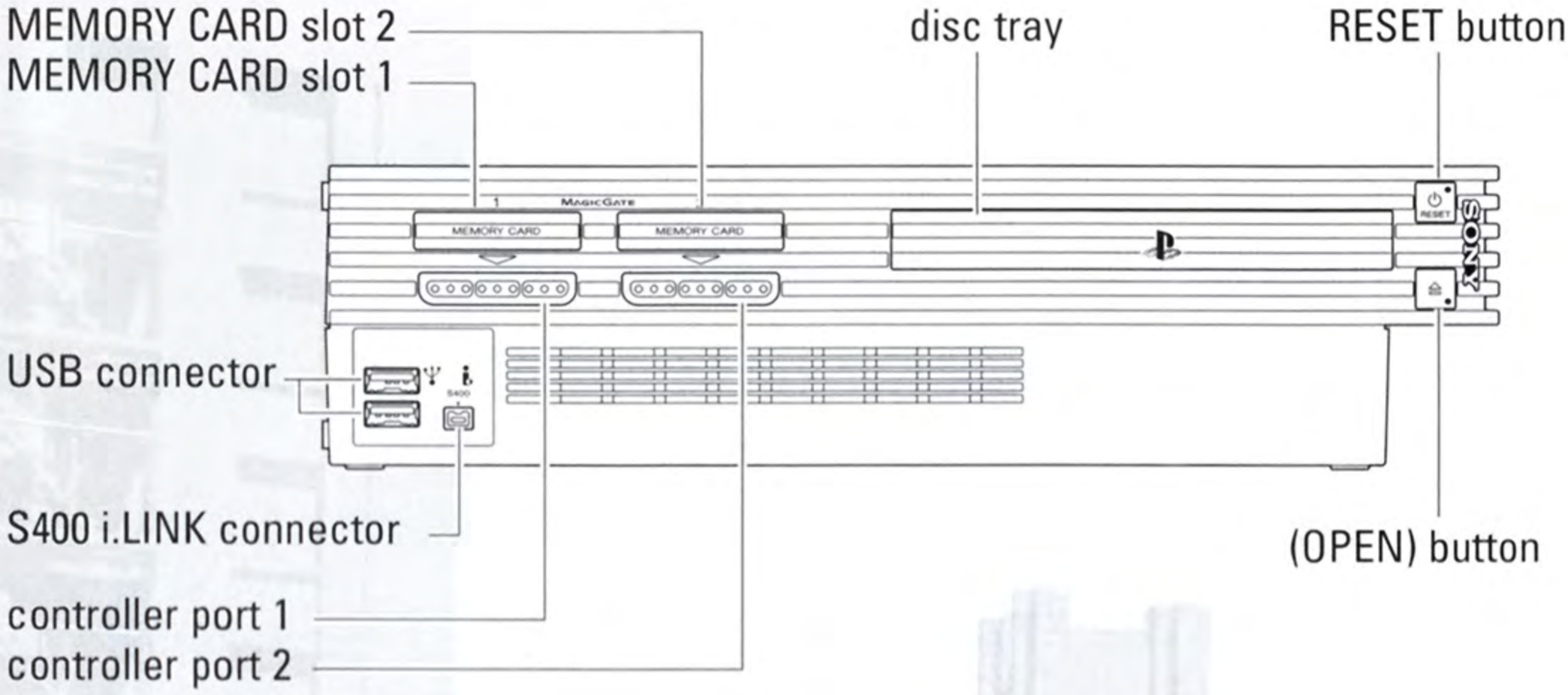
OPTIONS 24

SAVING AND LOADING 26

LIMITED 90-DAY WARRANTY 27

Getting Started

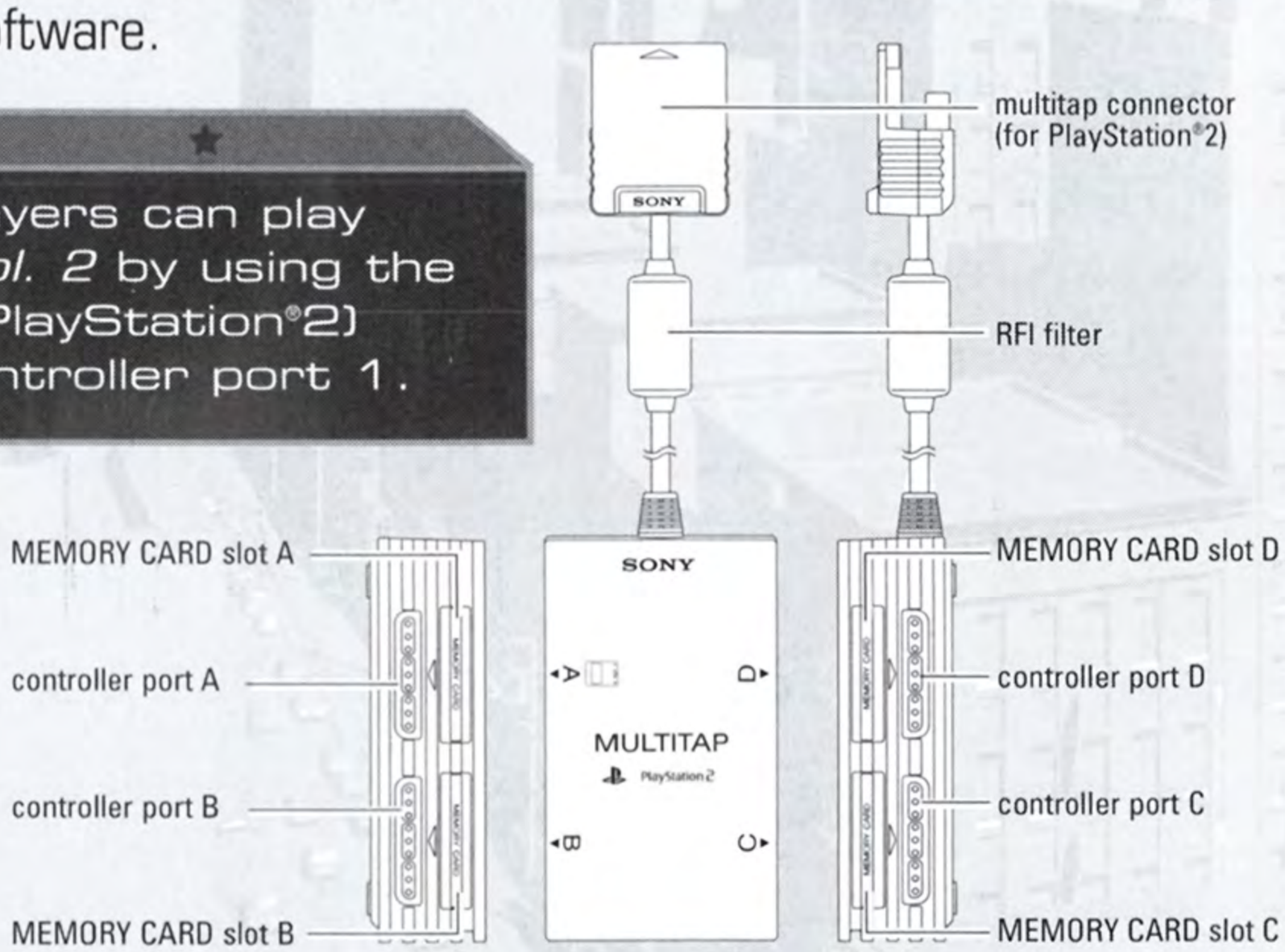
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NBA STREET Vol. 2* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

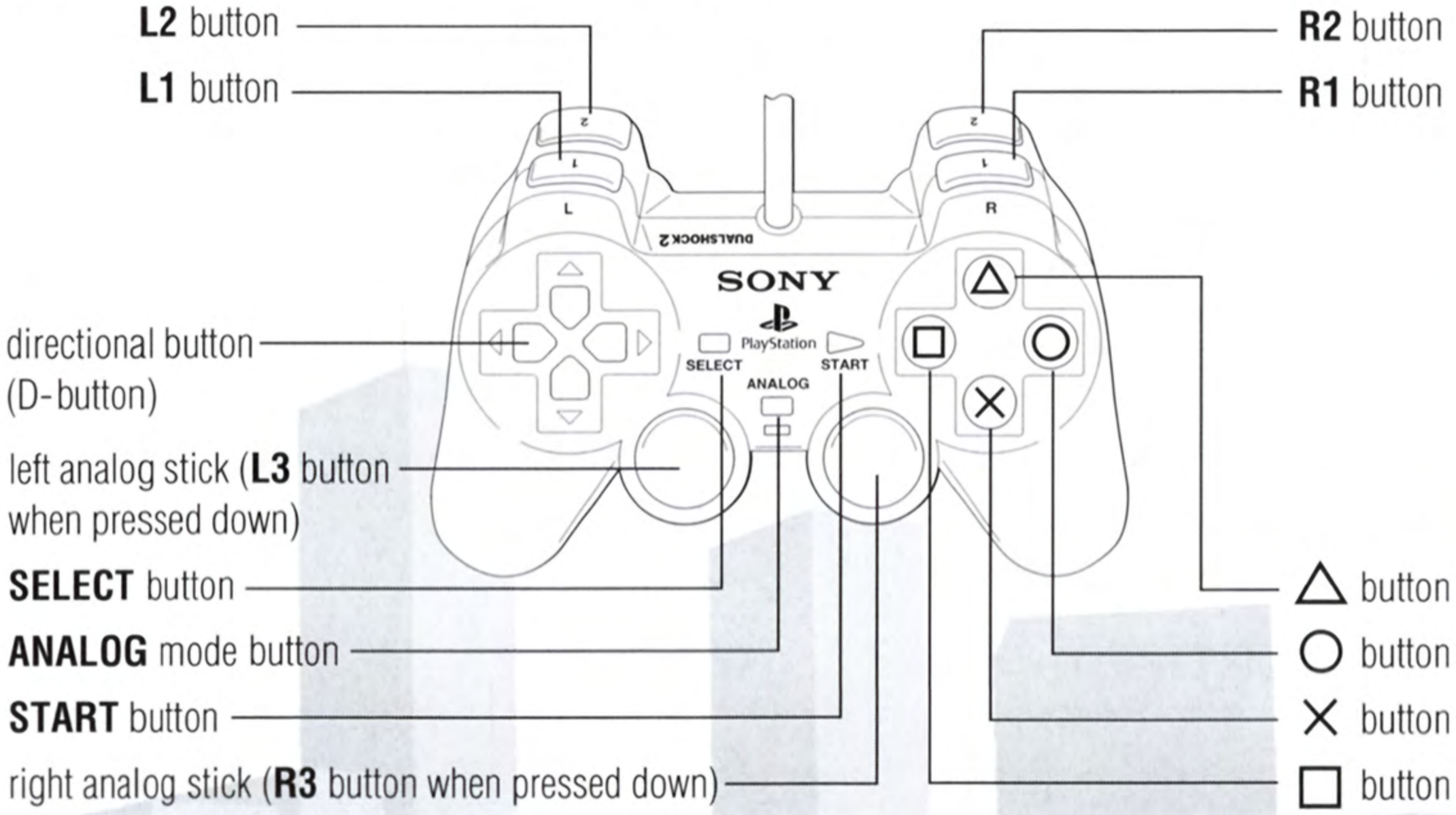
Note

Up to four players can play *NBA STREET Vol. 2* by using the multitap (for PlayStation®2) inserted in controller port 1.



Command Reference

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Change **Selections**	D-button ⇳
Change **Settings/Options**	D-button ⇔
Select/Accept (Advance to the next screen)	✖ button
Return to previous screen/menu	▲ button

Basic Controls

Listen up now. Before you can run the floor like Magic or sky like Dominique, you have to get your game up to speed by learning the basic controls. You gotta walk before you run, playa. Baby steps, man. Baby steps.

General Gameplay

Move Player	D-button or left analog stick
Turbo	**L1** button, **L2** button, **R1** button, or **R2** button
Pause Game	**START** button

Offense

Shoot (Dunk/Lay-Up)	● button
Pass	✖ button
Trick Move	■ button
Dive	Double-tap any **Turbo** button

Defense

Switch Players	✖ button
Shot Block/Rebound	▲ button
Steal	■ button
Dive	Double-tap any **Turbo** button

Introduction

Ah yeah, your game just got bigger, dawg. The streets have been swept and a whole new ballgame is in town. Take your skills to a new level as you call out the greatest hoop icons to ever play the game. From old school legends to the hottest stars of today, this is your chance to show up the best ballers the streets have to offer. With an all-new arsenal of dunks, passes, dribbles and signature moves, enter the realest urban worlds ever created and begin your journey towards becoming a street legend with *NBA STREET Vol. 2*.

Game Features

- **Challenge the Best Players of All Time**
  The greatest NBA legends hoop it up for ultimate bragging rights. Featuring original, old school uniforms and player-specific signature moves—own the court as Dr. J, Magic, Bird, Wilt, Moses, and more.
- **The Country's Best Courts**
  Eleven AUTHENTIC urban worlds that re-create the feel and grit of the true street game, including Soul in the Hole, Rucker Park, and The Cage.
- **All-New Electrifying Moves**
  Besides spectacular dunks, dribbles, and passes, *NBA STREET Vol. 2* features the newest moves from the street:

  Back 2 Papa—Pass the rock off the backboard to yourself to confuse your opposition.

  Off the Heezay—Regain your dribble by passing the ball off your opponent's head.

  Be the Oop—Pass the ball to a teammate while retaining control of the player without the ball. Create some space, sky high, then Alley-Oop the pass back to yourself.
- **Level 2 Gamebreaker**
  Now you can pocket your Gamebreaker and bust it out later in the game as the show-stopping Level 2 Gamebreaker.
- **NBA STREET Vol. 2 Multiplayer**
  Hoop it up against the CPU or your pals, or team up against the best players in the world (1-4 players).

For more info about this and other titles, visit EA SPORTS BIG™ on the web at **www.easportsbig.com**.

Complete Controls

Okay, playa. So you got the basics down and think you're game enough to ball in the big time. Well, before you call out the kings of the street, settle yourself down and master these moves.

General Gameplay

Move Player	D-button or left analog stick
Turbo	**L1** button, **L2** button, **R1** button, or **R2** button
Pause Game	**START** button

Offense

Shoot (Dunk/Lay-Up)	● button
Pass	✖ button
Trick Move	■ button
Dive	Double-tap any **Turbo** button
Call for Pick	**R3** button

Defense

Switch Players	✖ button
Shot Block/Rebound	▲ button
Steal	■ button
Dive	Double-tap any **Turbo** button

Note

Players can only dive when the ball is loose on the ground.

Note

To win the pre-game tip off, press the ● button when the ball reaches its highest point. This takes timing, not button mashing!

Advanced Offense—For the real ballers

This section is for ballers who are ready to run with the best.

Advanced Trick Moves

Put Back (when going for offensive rebound)	● button + any two **Turbo** buttons
Advanced Dunk	● button + two or more **Turbo** buttons
Advanced Trick Move	■ button + two or more **Turbo** buttons

Advanced Ball Handling

Hypnotizer	**L1** button + **R1** button + ■ button
Lampin	**L2** button + **R2** button + ■ button
Gotcha Open	**R1** button + **R2** button + ■ button
Double Dutch	**L1** button + **L2** button + ■ button

Note

The advanced ball handling moves listed above are just some of the ones that the NBA players have when you're playing on the court. However, there are plenty of other moves besides these. What? You thought that we would tell you everything? No way, man. Get your game on and try different combinations of turbo buttons (using the ■ button) to discover other moves.

Note

It takes time and practice to rise to the skill level of the NBA's best. Use development points to raise your Created Baller's ratings and learn new dunks and tricks. Become a better player by saving your Development Points, dawg.

"Over the Top" Ball Handling

Clown your opponent with a "Back 2 Papa" or "Off the Heezay" pass back to yourself. Legends are made with these specialty moves.

Back 2 Papa	✖ button + two **Turbo** buttons (while moving towards the basket)
Off the Heezay	✖ button + two **Turbo** buttons (while standing still)

Advanced Dunks

Don't just dunk, dunk with authority.

Take That	**L1** button + **R1** button + ● button
Da Hangman	**L2** button + **R2** button + ● button
Backbreaker	**R1** button + **R2** button + ● button
Around The Way	**L1** button + **L2** button + ● button

Note

Just like we said with the ball handling moves, try different combinations of turbo buttons (using the ● button) to discover new advanced dunks.

Player Lock Strategy (Give and Go)

With Player Lock Strategy, you are able to retain control of a player without the ball. If you're good, you'll be able to pass the ball to a teammate, create some space, sky high, then Alley-Oop the pass back to yourself for a sweet Give and Go.

Enable/Disable Player Lock	right analog stick
Call to Pass	✖ button
Call to Shoot	● button
Jump for Alley-Oop	● button + any **Turbo** button
Set a Pick	**R3** button + two **Turbo** buttons

Using Gamebreakers

Light up the scoreboard with a Gamebreaker.

Gamebreaker Shot or Dunk	● button while holding any two **Turbo** buttons

Note

The Gamebreaker shot is available only when the Gamebreaker meter is full. Don't bother otherwise. For more information on this cool shot, ➢ *Gamebreakers/ Gamebreaker Meter* on p. 16.

Pocketed Gamebreakers

Pocket a Gamebreaker and bust it our later in the game or mess with your opponent by canceling their pocketed Gamebreaker.

Pocket Gamebreaker	**SELECT** button
Cancel Gamebreaker	any **Turbo** button + the **SELECT** button

Note

Note: For more information on the "pocket" Gamebreaker, ➢ *Pocket Gamebreaker* on p. 17.

Advanced Defense

This section is for all y'all that wanna put the lock down.

Advanced Defensive Moves

Turbo Block	▲ button + any two **Turbo** buttons
Trick Counter	■ button + any two **Turbo** buttons

Note

The advanced defensive moves are not easy to perform but with practice, you'll get it.

It takes time and practice to rise to the skill level of the NBA's best. Use development points to raise your Created Baller's defensive ratings.

Hittin' The Streets

The trash talkin' stops here. It's time to back up that smack with some sweet moves on the court. Take it to the house in a Pick Up Game, or take on the league's best in NBA Challenge. You can also work your way to the top in Be A Legend mode and more. The ballin' starts from the Main menu.

Main Menu

From the Main menu you can choose the *NBA STREET Vol. 2* game mode you want, create a baller or a custom team, unlock players and courts with Reward Points, adjust game settings or check out the greatest ballers of all time.

➲ Press the D-button ⇳ to change a Main menu selection.

Choose the game you want to play (➢ *Pick Up Game* on p. 11 or *Other Game Modes* on p. 19)

Unlock new players and courts with reward points (➢ *Rewards* on p. 24)

Check out the greatest street ballers of all time.

Create a baller or a custom team (➢ *My Team* on p. 22)

Adjust game settings and manage user names (➢ *Options* on p. 24)

Inside Vol. 2 (➢ below)

Note

Default options are listed in **bold** in this manual.

Inside Vol. 2

Check out what's new in *NBA STREET Vol. 2*, or get a preview on all the available dunks and moves featured in the game.

Pick Up Game

Playing a Pick Up Game helps you get quickly acquainted with life on the streets. This is not your momma's basketball so pay attention to what we have to say. These games don't mean jack, so brush up on your skills without worrying too much about the outcome. Don't take it personally if you get schooled early on. Just pick yourself up off the floor and come back for more.

TO BEGIN A PICK UP GAME:

➲ From the Play It menu, highlight PICK UP GAME and press the ✖ button. The User Setup screen appears.

User Setup

Before you start shootin' the rock or making sweet no-look passes in a Pick Up Game, create a user name for your bad self in order to track your progress and game records.

TO HOOK YOURSELF UP WITH A USER NAME:

1. From the User Setup screen, choose HOME or AWAY and press the ✖ button. Next, select YES to enter a name or select a pre-existing user name. If you don't wish to save user stats select NO. After a name has been created or selected, the User Setup pop-up screen appears. Here you can review your career stats.
2. When you're finished reviewing the career stat categories, press the ✖ button. Now wait for any other users to finish their setup.

- If you're only ballin' with one human-controlled team, press the ✖ button again to continue to the Choose Team screen.
- If you're hoopin' it up with 2-4 players, Player 2, Player 3, and Player 4 can join the game at any point during the User Setup process by pressing the **START** button on the respective controller. Players 2-4 must select to play with or without a user name, as well as Home or Away, before advancing to the Choose Team screen.
- Two user controlled players per team. The third baller will be controlled by the CPU (➢ Player Lock Strategy on p. 8)

Note

When playing with 3-4 players only controllers inserted into the multitap will be recognized.

Choose Team

Ah yeah, the NBA world is now your playground. Select from one of the 29 NBA teams, or hoop it up with a squad of Old School Ballers or an all-star squad of NBA Stars.

TO SELECT A TEAM:

1. From the Choose Team screen, press the D-button to scroll through the available teams.
2. To select a team, highlight its logo—it also appears in the big window—and press the ✖ button.
3. Repeat step No. 2 and select a squad for the opposing team. The Choose Players screen appears.

Choose Players

Own the court with the NBA's best. Once you select a team, choose three ballers from your current lineup and get ready to run the floor.

TO CHOOSE YOUR THREE STARTERS:

➲ From the Choose Players screen, highlight the player you want to play with and press the ✖ button. After you select the third player, the Choose Court screen appears.

Choose Court

Take it to the house on one of the 11 authentic urban worlds featured in *NBA STREET Vol. 2*.

TO CHOOSE A COURT:

➲ From the Choose Court screen, highlight the locale you wish to play at and press the ✖ button. Highlight PLAY GAME and press the ✖ button to begin the game or highlight MY RULES and press the ✖ button to change your game settings.

My Rules

Tweak the game rules to fit your playin' style.

Game Mode — Select the play mode for your next game. Select **PICK UP**, TRICK POINT CHALLENGE, DUNKS ONLY, NO GAMEBREAKERS, NBA SCORING, OLD SCHOOL SCORING, GAMEBREAKER WINS or BACK TO BASICS. For a detailed description of these game modes, check out the on-screen display located at the bottom of the My Rules menu.

Play To — Set the amount of points that you will play to. You can set the amount between 1–50 points, 100,000 to 1,000,000 trick points, or Level 1 Gamebreaker to Level 2 Gamebreaker (depending on the game mode).

Spot Points — Give yourself or your opponent an edge by spotting either side some extra points before the game starts.

Shot Clock — Set the shot clock violation at 12, **24**, 48 seconds. You can also turn the Shot Clock setting OFF.

On the Blacktop

School is now in session. Lace up the tops, turn up the beats, and take your show to the streets. It's game time, playa.

Game Screen

Game Tips

The rules for *NBA STREET Vol. 2* are pretty simple, yo. The ultimate goal is to win. However, everybody knows that it feels much better to win big. Sure, you can shoot a lazy jump shot, but why not set it up with a few Trick Moves first? Or better yet, put together a series of Trick Moves and then slam it in your opponent's face with a nasty dunk or Alley-Oop.

Trick Moves

Trick Moves not only make you look tight on the court, they can help earn Trick Points as well. Trick Points in turn can help build up your Gamebreaker Meter as you ball and style your way to a Gamebreaker. But don't forget that Trick Moves can be just as easily countered by the opposition. Below are a few Trick Moves to help your game.

FAKEOUTS

Fakeouts occur as a result of a successful Trick Move. When a Trick Move fakes a defender out, he stumbles or falls, suffering extra embarrassment and scoring additional Trick Points for the ball carrier.

DUNKS

Show your opponent up with an authoritative slam dunk. The object of the game is to score, so why not bring it home with a nasty, in-your-face dunk? There are several levels of dunks: from basic to really advanced. The more

advanced dunks score correspondingly more Trick Points when performed.

ALLEY-OOPS

One of the advanced dunks is an Alley-Oop. When you're on offense, look for your teammate who has an open lane to the basket. Assuming he has hops, he will sky over the basket anticipating the pass. However, it's up to the ball handler to feed him the rock.

- To complete an Alley-Oop pass, press the ✖ button when your teammate flies toward the rim. Success depends on timing so don't pass the ball too early or too late. The dunking skills of the receiver and the reaction of the defense also play big parts in the completion of an Alley-Oop.

HOOK-UPS

You can "Hook-up" a teammate by passing the ball during a dunk or Alley-Oop to a teammate who is "Alley-Ooping" above you. This scores huge Trick Point bonuses. When you're above the rim, look for your teammate jumping above you for an Alley-Oop. Don't be a glamour hog—pass it.

- Pulling off a Hook-Up is similar to finishing off an Alley-Oop. Just press the ✖ button during your move to the basket while your teammate is above you.

STARTING A COMBO

Combinations of Trick Moves that are linked together to create a cool play can also run up your Gamebreaker Meter. The plays include Fakeouts (a Trick Move that causes your opponent to stumble), mid-air dishes, blocks, picks, steals, kick passes, dives, shots from beyond the arc, dunks, lay-ups, and Alley-Oops. Nearly every Combo requires you to score, and the only exceptions to the scoring requirement are defensive Combos featuring blocks. When you score a Combo, a text overlay appears at the bottom of the screen telling you which moves were linked.

COMBO SCORING

Combos are the best way to rack up Trick Points. By combining two or more moves in a row, the Combo adds the total value of all moves contained in the play and then adds an additional multiplier bonus for the Combo itself. Higher scoring moves result in bigger Combo scores. The only exceptions to this rule are the Trick Moves that do not result in Fakeouts. These continue the Combo but don't add the multiplier bonus that other moves do.

REPEAT MOVES

If you continually repeat the same Trick Move, the Trick Points you receive are cut down. Mix it up to score maximum Trick Points.

TURBO METER

Each Turbo move decreases the amount of energy on your Turbo Meter. The higher the level of a move, the more Turbo it costs.

GAMEBREAKERS/ GAMEBREAKER METER

Gamebreaker Ball

Increase your team's Gamebreaker Meter by pulling off sick Trick Moves, mad Combos, and nasty dunks. Once the Gamebreaker Meter is completely full, you're awarded with a "Gamebreaker." At this point you have the opportunity to score a wicked basket unlike any other. However, you have a limited time to shoot a Gamebreaker so be sure to bust it out before time winds down.

If you make the Gamebreaker shot, the shot scores points for your team while deducting points from your opponent. How cool is that? Once a Gamebreaker has been shot, or if the time runs out, the meter empties and you start over again building it. The Gamebreaker Meter also empties itself if you do nothing to fill it up. And remember, your opponent can subtract from your Gamebreaker Meter by pulling off blocks and steals.

GAMEBREAKER DUNKS AND SHOTS

The Gamebreaker adds a bonus to the player's base rating for shooting or dunking. So the better a player is at long-range shots, the higher their chance of hitting a Gamebreaker from long range. Likewise, the better a player is at dunking, the higher their chance is of completing a Gamebreaker dunk. Gamebreaker dunks and short-range shots are worth one point and take one point from your opponent (two-point swing), long-range shots are worth two points and still take one point from your opponent (three-point swing). Dunks are worth more Trick Points than other shots.

POCKET GAMEBREAKER

If you want to get greedy, you have the option to pocket your first Gamebreaker shot in order to acquire a second, over-the-top "Level 2 Gamebreaker" shot. Level 2 Gamebreakers (aka GB2s), are worth twice the total point swing as the original Level 1 Gamebreaker (➢ *Gamebreaker Point Breakdown Chart* below) and up to five times more Trick Points. The best Combos in the game will always end in a Level 2 Gamebreaker dunk.

➲ To pocket a Gamebreaker, press the **SELECT** button once the Gamebreaker Meter lights up for your Gamebreaker (you must have possession of the ball). Once it has been pocketed, the Gamebreaker Meter illuminates indicating that you have pocketed a Gamebreaker.

CANCEL GAMEBREAKER

To keep your opponent from scoring the devastating Level 2 Gamebreaker against you, just cancel his pocketed Gamebreaker. This is a great way to frustrate your opposition just when they are about to get the big play.

➲ To cancel a pocketed Gamebreaker press any **Turbo** button + the **SELECT** button once the Gamebreaker Meter lights up for your Gamebreaker. You must have possession of the ball and your opponent must have a pocketed Gamebreaker.

GAMEBREAKER POINT BREAKDOWN

Level 1 Gamebreaker	**Points For**	**Points Taken From Opponent**
Short Range	1	1
Long Range	2	1
Level 2 Gamebreaker		
Short Range	2	3
Long Range	2	4

Pause Menu

When the action becomes too much to handle, pause the game, gather your gym shorts, and take a breather. You can also make some in-game adjustments when the game is paused.

Controller Layout — Adjust the button configuration for players 1-4 on your game controller. Only the player who paused the game may change their configuration.

EA Trax — Crank up the new hits featured in *NBA STREET Vol. 2* (➢ *EA Trax* on p. 24).

Camera Type — Set the camera view to **STREET**, COURT, SLIDE, SOLID or WIDE.

Speech Volume — Adjust the volume of the speech in the game.

Music Volume — Adjust the volume of the tunes in the game.

SFX Volume — Adjust the volume of the sounds of the game such as sound effects, crowd noise, etc.

Replays — Set the replay option after awe-inspiring plays to **AUTOMATIC**, ALWAYS, or MANUAL. When set to MANUAL, press the ■ button to watch a replay when the replay icon appears on screen.

Onscreen Help — Turn **ON**/OFF the Onscreen help. When **ON**, the onscreen help provides tips and button instructions in gameplay. It also displays the pregame controller help at the start of gameplay.

Visual Effects — Turn **ON**/OFF the Visual Effects. When **ON**, extra flair is added to players when more advanced combo moves are performed.

Quit Game — Quit the game, get off the court, and go home. You also have the option to play a rematch between the same two teams as well.

Other Game Modes

Take on the league in NBA Challenge mode or become a legend of your own. Just as good, enroll in Street School and get your learn on, create yourself a new super baller or team for the blacktop, or check out the rewards you earned with your winning ways on the court. You can also change your game options or view High Scores.

NBA Challenge

Tour the country region by region and put away all comers along the way. This is your chance to show up all 29 NBA teams in the league. Pick your squad, run with it, and show no mercy for the others.

TO START A GAME IN NBA CHALLENGE MODE:

1. Proceed through the User Setup and Team Select screens just like you would in a Pick Up Game (➢ p. 11) and then pick a region to play in: **NORTH WEST**, CENTRAL, SOUTH WEST, NORTH EAST, or SOUTH EAST. Every region has at least five teams to play, and you must knock them all off before moving on.
2. After selecting a locale, highlight a team in your selected region to play, and press the ✖ button. The Choose Players screen appears.
3. Select your three starters and press the ✖ button to begin the game.

Be A Legend

Experience the life of a Street Legend. Will you be remembered as one of the all time greats?

Note

Before you can begin playing Be A Legend mode, you must first create a baller of your own. Choose Be A Legend from the Play It menu and follow the instructions in the Create A Baller section before continuing on. Once your baller is complete, highlight the created name from the Choose Baller screen and press the ✖ button. Be A Legend mode begins.

Before the Game

In Be A Legend mode, you start out as an absolute nobody. Your journey begins at the neighborhood Rec Center, just playing against the local ballers. Show you've got what it takes and soon you'll be touring the country to take on the best America has to offer.

The Map

From "The Map," your life as a legend begins. Event 1 starts out at the Rec Center in New York City. Pick up two teammates to play with, create a city name, a team name, and choose a logo for your squad. Then head out to the court for your first game.

PROGRESS

After each victory, you earn Progress. Earn enough and you'll be able to unlock other venues and other challenges. There are courts available nationwide but you must earn the right to play on them first.

STREET CHALLENGES

Besides the casual Pick Up Games and official Tournaments there are also Street Challenges spread across The Map. These special events have their own sets of rules and types of play. You don't earn Progress for Street Challenges but each one gives you the chance to unlock surprise rewards.

After the Game

After the game, check out your team and player game stats. If you were good enough to win a game, you can steal a player from the team that you just beat and add them to your squad.

TO ADD A PLAYER FROM AN OPPOSING TEAM:

From the Update Team screen, highlight the portrait of the player you want to add and press the ✖ button. That player is removed from their current roster and added to your team. The next time you play, their name appears on your team roster.

Note

You can only have a maximum of five players on your team. If you choose to add a player when your roster is full, you must replace a player from the current lineup.

EDIT BALLER

After every game, game stats tell you if you earned any Development Points for your baller. If so, you're in luck.

Once a game ends, you return to The Map screen. From here, you have the option to edit your baller, assuming you earned some Development Points. Be sure to add some sweet attributes or new moves to your playa before playing the next game. After all, the games get tougher as you move on.

Street School

Learn the skills of the street game with the help of Street Legend and your mentor, Stretch.

- During a practice session, you ball on the court one lesson at a time. During your training, you'll learn everything there is to know—from the basics to some of the more advanced moves in *NBA STREET Vol. 2*.
- If you fail to complete a lesson the first time, don't worry. You'll get to run the drill again until you get it right.
- Once all of the lessons are complete, you graduate from Street School with some mad skills.

Note

For more information on gameplay, ➢ *On the Blacktop* on p. 14.

My Team

Create a baller from scratch and build him into a legend, or put together basketball's greatest street team.

Create A Baller

When creating a baller, you don't have a lot of Development Points to work with. Your first created baller has limited skills as a rookie. However, you can earn more Development Points during gameplay. In short, the better you play, the more development points you earn.

After you begin playing your first Be A Legend games, remember that the more Trick Points you earn during a game, the more Development Points you'll get as a reward. You also get Development Points for Gamebreakers, both Level 1 and Level 2. Once the game ends, take the Development Points and add them to your baller's attributes.

TO CREATE A BALLER:

1. From the My Team menu, select CREATE A BALLER.
2. From the Create A Baller screen, highlight an empty slot and press the ✖ button. Next, choose **MALE**, FEMALE, or PREMADE and press the ✖ button again. The Create Baller screen appears.
3. From the Create Baller screen, choose your player's build. Press the D-button or left analog stick ⇔ to select a height and press the D-button or left analog stick ⇕ to choose a body type. Once you've found a Build that's right for you, press the ✖ button to advance to the next stages including Look, Hair, Facial Hair, Outfit, Skills, and Name.
   - If you want to go back and edit an attribute, press the **L1** button or **R1** button.
   - When changing a player option, press the D-button or left analog stick to toggle the choices. Once you find an option that you like, press the ✖ button.
4. If you choose to play with a Premade baller, you can select which baller you want to run with as they have a pre-assigned set of skills and attributes.
5. After you create a player, create a First and Last Name, and select a Baller Icon. When your player is complete, choose to save your baller. Your player is ready to begin play in Be A Legend mode.

Note

The Look and Build attributes are only adjustable at the Create A Baller screen. The other attributes can be changed with Development Points later on in the game.

EDIT MOVES

From the Edit Moves screen, use your Development Points and edit your player's moves. Improve your game with moves that make any highlight reel. Your created baller already comes equipped with a handful of show-stopin' moves, but why not upgrade them and shine on the court like nobody's business?

➲ To access the Edit Moves screen, press the ● button from the Edit Baller screen or by selecting a created baller in the Create a Baller menu, then selecting Edit Moves.

TO EDIT A MOVE:

1. From the Edit Moves menu, press the **L1** button or the **R1** button and highlight the type of moves (Shots, Tricks, Dunks) you want to edit.
2. Once a section of Shots, Tricks, or Dunks is highlighted, press the D-button ⇳ to select the move you want to replace. Press the ✖ button to select the move you wish to edit and a list of available moves appears.
3. Choose a move that you wish to add to your repertoire and press the ✖ button to begin the purchase process. If you wish to preview the move press the ● button. After a move is selected, highlight YES and press the ✖ button again to purchase the move (assuming you have enough Development Points).
4. After a move is purchased, it will replace the move that you chose to edit. This move can now be performed using the same button combination as the move you replaced.

Create Team

Create your own squad of all-stars and add them to the mix. All unlocked players are available to choose from—you can pick five. Once a team is created, it's added to the Choose Team menu in all game modes (except Be A Legend mode).

TO CREATE YOU OWN TEAM:

1. Select CREATE TEAM from the My Team menu.
2. From the Create Team screen, highlight the player of choice and press the ✖ button. The selected player is added to your lineup. (To toggle between the available **NBA PLAYERS**, STREET LEGENDS, NBA LEGENDS or CREATED BALLERS, press the **L1** button or the **R1** button.)
3. After you have selected your five ballers, the Where's Your Team From prompt appears. Enter the name of where your team comes from.
4. Enter a Team name, followed by a Team Logo and press the ✖ button to confirm that this is the team you want to run with. Your new team is added to the Choose Team menu.

Rewards

Unlock new players, jerseys and courts with Reward Points.

GENERAL

After winning a game in NBA Challenge or Pick Up Game you'll gain Reward Points. If you're good enough to earn points, cash them out here.

REWARDS

Winning results in earning Reward Points that can be used to unlock NBA Legends, Street Legends, Development Points, Jerseys and Courts.

TO BUY A REWARD:

- From the Rewards screen, highlight a reward that you wish to unlock and press the ✖ button. If you have enough points available, your reward is activated.

Options

Adjust your game option to fit your playin' style.

EA Trax

Crank up the hits featured in *NBA STREET Vol. 2*. With the EA Trax feature, music plays in the background while you're playing on the courts or at menu screens.

Note

The EA Trax option is listed between GAME DATA and AUDIO OPTIONS in the Options menu.

TO SET A PLAY LIST:

- While a Track number is highlighted, press the D-button ⇔ and select ON. The title is added the to the play list. When set to OFF, the song is removed from the set list. Pressing the ✖ button when highlighting a particular track will preview that song.

Music Experience — When the play list is set to Playlist, only music plays during gameplay while commentary is muted. When set to **INTERACTIVE**, the EA Trax are played along with game commentary.

Song Rotation — Set the song rotation to SEQUENTIAL, where songs are played in order, or set it to **RANDOM**.

Other Options

Difficulty — Choose the difficulty for your game: **GOT GAME** (**Easy**), MAD GAME (Medium) or LEGENDARY (Hard).

Controller Layout — Adjust the button configuration for players 1-4 on your game controller.

Game Data — Save or load games to and from your memory card (8MB) (for PlayStation®2). You can also delete user names, created teams, and created ballers from here (➢ *Saving and Loading* on p. 26 for more information).

Audio Options — Set the audio to **STEREO**, Dolby® Pro Logic® II, or MONO.

Speech Volume — Adjust the volume of the speech in the game.

Music Volume — Adjust the volume of the music in the game.

SFX Volume — Adjust the volume of the sounds of the game such as sound effects, crowd noise, etc.

Replays — Set the replay option after awe-inspiring plays to **AUTOMATIC**, ALWAYS, or MANUAL.

Onscreen Help — Turn **ON**/OFF the Onscreen help. When **ON**, the onscreen help provides tips and button instructions, and the pregame controller help display appears at the start of gameplay.

Visual Effects — Turn **ON**/OFF the Visual Effects. When **ON**, extra flair is added to players when more advanced combo moves are performed.

AutoSave — When **ON**, the game progress and settings information are automatically saved to your memory card. Once you have been prompted to create a new file on your memory card, you no longer have to confirm memory card saves after each game. The game simply automates the process, as long as the memory card hasn't been removed or replaced. The default is set to **ON.** When Autosave is set to OFF, you must manually confirm each save or load process in the game.

Note

Game data is autosaved to the memory card in MEMORY CARD slot 1.

Widescreen	When ON, your television screen display is set to a 16:9 ratio (Widescreen). The default is set to **OFF**.
Adjust Screen	Allows you to adjust the position of the on-screen graphics to suit your television screen.
Exit	Exit the Options menu and return to the Main menu.

Note

To access the game credits, press the ● button from the Options menu.

Saving and Loading

Save, load or delete your game files to and from your memory card.

TO SAVE A FILE:

1. From the Game Data menu, highlight Save and press the ✖ button. A save pop-up screen appears.
2. Highlight **YES** to save game data to your memory card and press the ✖ button. The data is saved to the memory card in MEMORY CARD slot 1.

Note

NBA STREET Vol. 2 only supports MEMORY CARD slot 1.

TO LOAD A FILE:

1. From the Game Data menu, highlight LOAD and press the ✖ button. A load pop-up screen appears.
2. Highlight **YES** to load game data from your memory card and press the ✖ button. The saved game data is loaded from your memory card.

TO DELETE A USER FILE:

1. From the Game Data menu, highlight DELETE NAME, DELETE CREATED TEAM, or DELETE CREATED BALLER and press the ✖ button. A delete pop-up screen appears.
2. From the Delete screen, press the D-button or left analog stick ⇳, highlight the file you want to delete and press the ✖ button. A pop-up screen appears indicating if deleting was successful.

Note

Never remove the memory card, reset or power off the PlayStation 2 console when loading or saving files.

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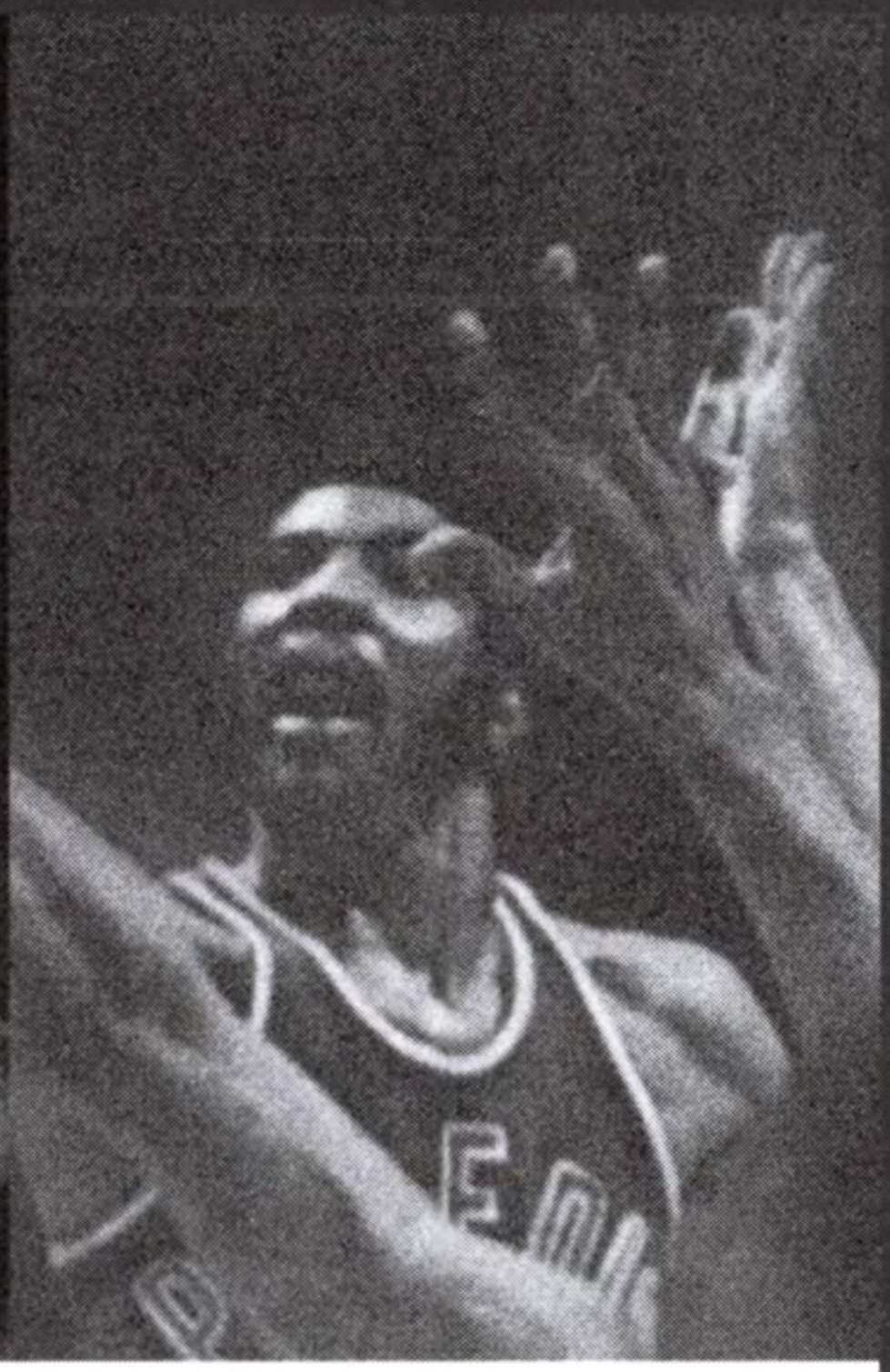

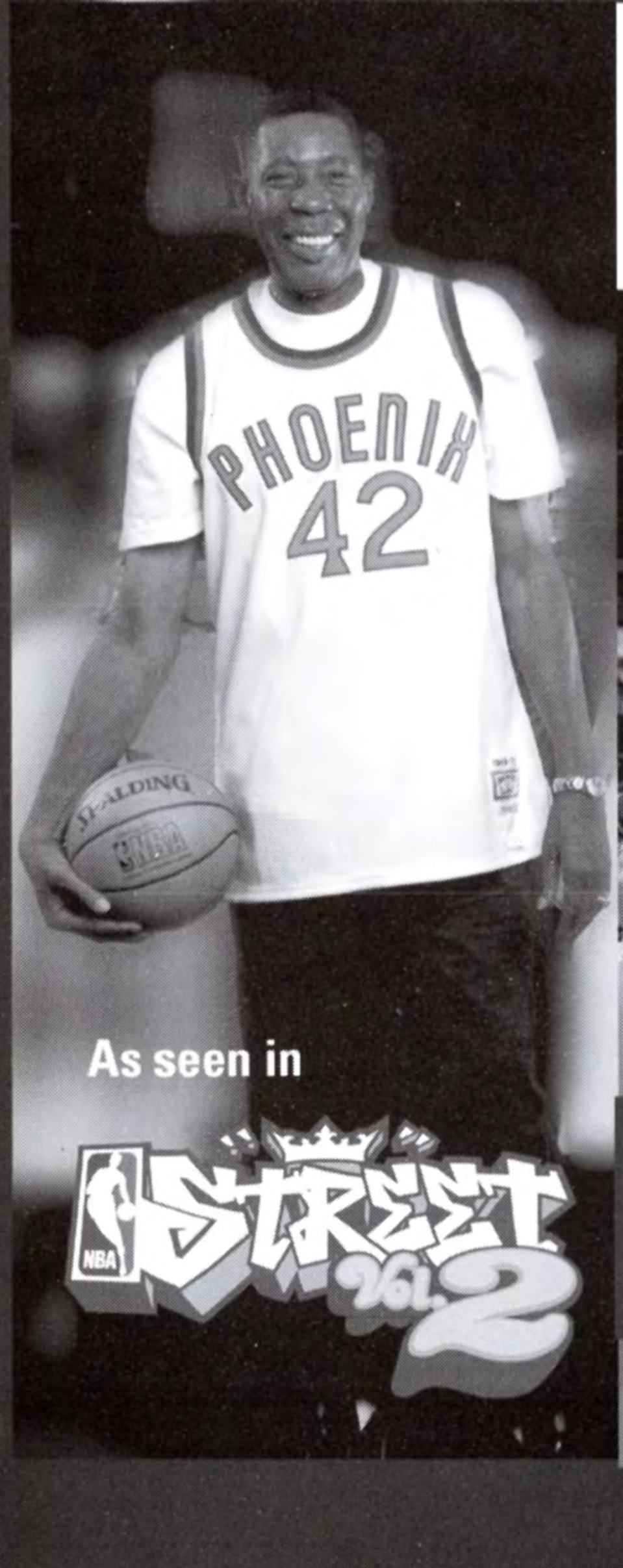

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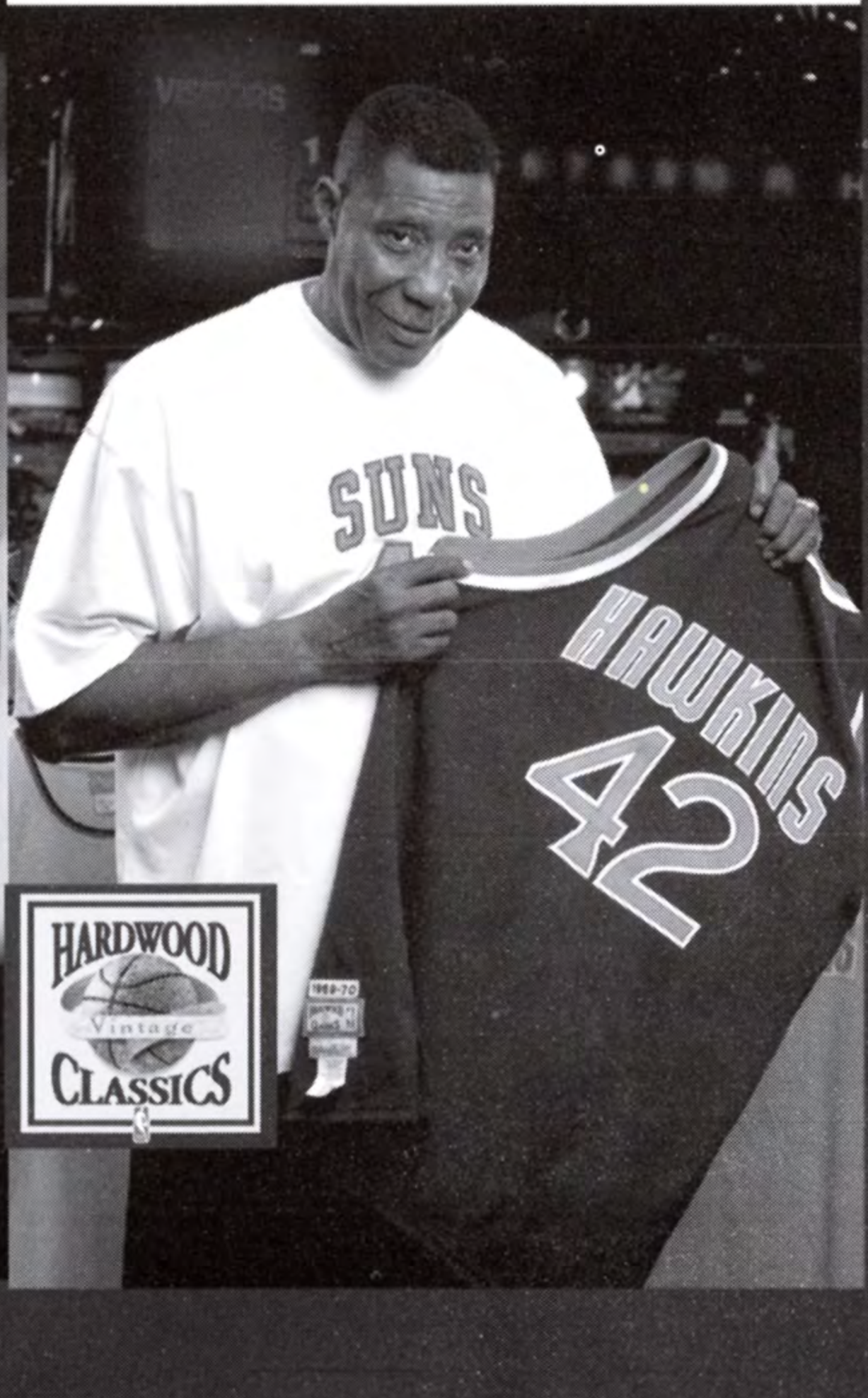

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